

NEGLECTED POINTS
OF
AUCTION BRIDGE



EHLERMANN

G

1282

-E5

copy 2



Class GV1282

Book E5

Copyright N^o 9712

COPYRIGHT DEPOSIT.

NEGLECTED POINTS OF AUCTION BRIDGE

BY
CARL EHLMANN, JR.



HARPER & BROTHERS PUBLISHERS
NEW YORK & LONDON

Copy 2

GV1282
E5
Copy 2

NEGLECTED POINTS OF AUCTION BRIDGE

Copyright, 1916, by Harper & Brothers
Printed in the United States of America
Published February, 1916

B-Q

FEB 21 1916

© Cl. A 418929

#0.50

no. 2

CONTENTS

CHAP.		PAGE
I.	INFERENCES	I
II.	COUNTING	7
III.	EMPHASIZING STRENGTH	14
IV.	PASSING	19
V.	DOUBLING	25
VI.	KEEPING THE FLAG FLYING	31
VII.	COVERING HONORS	35
VIII.	ACE, KING, QUEEN, AND SIX OTHERS IN TWO HANDS	49
IX.	MISCELLANEOUS	58
	1. CONTROLLING ADVERSARY'S LEAD	58
	2. CARDS OF EXIT	61
	3. POSTPONING TRUMP LEAD	64
	4. TAKING OUT OPPONENTS' ENTRY	68
APPENDIX.	THE LAWS OF AUCTION	70
	(By courtesy of the Whist Club, New York City)	
	THE RUBBER	70
	SCORING	70
	CUTTING	73
	FORMING TABLES	73

	PAGE
CUTTING OUT	74
RIGHT OF ENTRY	74
SHUFFLING	75
THE DEAL	75
A NEW DEAL	76
THE DECLARATION	78
DOUBLING AND REDOUBLING	82
DUMMY	83
CARDS EXPOSED BEFORE PLAY	85
CARDS EXPOSED DURING PLAY	86
LEADS OUT OF TURN	88
CARDS PLAYED IN ERROR	89
THE REVOKE	90
GENERAL LAWS	93
NEW CARDS	94
BYSTANDERS	94
ETIQUETTE OF AUCTION	94

PREFACE

The bridge literature of to-day is commonly unacceptable to experienced players because it deals principally with fundamentals rather than with subtleties, and because it cannot be read without setting up a bridge-table, laboriously sorting a pack of cards, and laying out the hands in the diagrams.

The subtleties which are most frequently neglected both by bridge players and bridge editors are here set forth and fully analyzed, and *the* way, not merely *a* way, of playing certain situations is shown.

To follow the play it will not be necessary to turn to a pack of cards except, possibly, in the last chapter, in which the most complex situations are dealt with.

The rules used are those of the New York Whist Club of June, 1915. Among other changes, these abolished the bid of the low spade, allowing the dealer to pass, and making all spade bids worth nine; and provided that a bid of a greater number of tricks (*e. g.*, three clubs) was higher than any bid of a lower number of tricks (*e. g.*, two no-trumps).

October, 1915.

NEGLECTED POINTS
OF
AUCTION BRIDGE

NEGLECTED POINTS OF AUCTION BRIDGE

I

INFERENCES

To play a first-class game it is essential not only that you can draw correct and subtle inferences, but that you actually do so, play after play. If, for instance, in a trump hand, dummy at your left has a side suit of several small cards and leads one of them, your partner plays low, declarant takes with the ace, while you hold king and others, then you must place the queen in your partner's hand. If the declarant had ace and queen, would he not ordinarily have finessed?

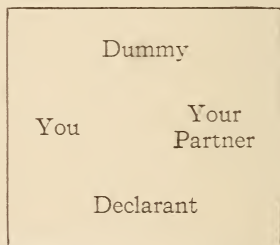
To make a list of all inferences is impossible, since they are innumerable, each hand presenting many possibilities. There are, however, several underlying principles which should be mastered:

1. You should infer, rather than remember. Do not merely see, or even remember, the four cards of a trick, but also infer from each one of them. If, in the illustration just given, you had merely remembered the four cards and then, at the end of the game, tried to "remember" the queen, you would probably fail. But if you picture the queen in your partner's hand it will be easy enough later to "remember" where the queen is. Observation, rather than memory, makes good players.

2. Consider not only what is done, but what is left undone. Suppose against a declared trump you lead the king, then ace, from ace, king, and two small ones; dummy has four small ones; your partner plays the 2 and the 3, and declarant the 10 and jack: that is, the play is as follows:

DIAGRAM I
X X
(x x remaining)

Opening lead
king, then ace
(x x remain-
ing)



2, then 3

10, then jack
(x means a card smaller than the 10)

Your partner's two, three, is not so important as the negative fact that he did not play the three, two, and thus echo. He must have another, which is obviously the queen.

In this connection it may be noted that, according to the better usage, the echo should not be used with the queen and two others, but only to show the ability to ruff the third round of the suit.

Suppose, against a trump make, you open a jack suit with your fourth best; dummy has several small ones, and your partner takes with the king, declarant playing low. While declarant might be holding off with the ace, it is highly probable that your partner has it. What you can be quite sure of, however, is that your partner does not hold the queen.

Or, again, suppose the dealer bids a no-trump and all pass. You open with a small heart, and dummy lays down this hand:

A, K of hearts

Q, J, 10, x, x, x of diamonds

x, x, x of clubs

x, x of spades.

You hold K, x, x in diamonds. Dummy necessarily takes the first heart trick, and then leads a small club, which declarant finesses, and you take. The positive inference, that declarant is strong in clubs, is obvious. The negative inference

from his leaving the diamonds untouched is equally important. Why doesn't declarant establish dummy's diamonds while the ace of hearts is still in dummy's hand? Does the declarant lack the ace of diamonds? Or, if he has it, is it a singleton so that he can still not make the diamond suit? Or is it possible that the declarant has no more hearts and dummy's remaining high heart is not in fact a certain entry? Even if you draw the wrong inference, at least draw one. It is better to have inferred and lost than never to have inferred at all.

3. Put yourself in the other player's place. Leave your own seat, so to speak, and sit in the chair of the person whose play you are diagnosing. Pass before your mind's eye the various hands from which you would have played as he did. In the first illustration (when you placed the queen in your partner's hand) it would be hard for you to draw an inference by merely looking at the declarant's ace, and the king in your own hand. Put yourself in declarant's place and imagine yourself holding the ace and queen and not taking the finesse.

4. Infer from bidding, not only in a general way as each bid is made, but specifically during the play of the hand. It is not enough for you to know that a dealer who passes has not this make or that. If later he plays two aces, you must ask yourself whether he would have passed had he a third ace, or other substantial assistance.

The suggestion previously made, to put yourself in the other player's place, applies equally to bidding. Do not, as a rule, take another player's bid as a starting-point, and then try to infer what it means. Momentarily forget the bid in question. Put yourself in the bidder's place. Review the bids previous to his. Marshal before yourself, still in his place, the hands on which you would have bid as he did. You will be surprised to find, when you go back to your own hand, what an insight you have into his.

5. Draw inferences from leads, not only at the time of the lead and in the suit led, but subsequently and in other suits. Against a spade make, with no other bidding, your partner opens a small heart, which you read as his fourth best. He probably has neither the ace nor the king, since a low lead from either would be an inferior opening. If subsequently your partner takes a diamond trick with the king, you know that he has not the queen of diamonds, and should know also that he has not the ace. Would he have opened with a low heart if he had the ace and king of diamonds?

While the foregoing suggestions are aimed at those sources of inference which are most frequently overlooked, yet, after all, the principal thing is to infer continually. Get the full meaning from every word and every play. Infer so steadily that at last, in the common cases at least, you unconsciously infer the moment you see.

A word of caution is necessary. Do not abide stubbornly by an early inference when subsequent plays show an unexpected situation. That first inference (placing the queen when declarant played the ace and you held the king) was well drawn, but later it may appear that the declarant is going to make a long low suit in dummy and could discard the queen if he happens to hold it. Infer continually, but let your inferences be facile, not rigid.

II

COUNTING

Closely akin to inferring and, in a sense, part of it, is "counting." By this, technically, is generally meant counting the number of cards which a player holds in a given suit. If, for instance, your partner fails in the third round of trumps, it is not enough to remember that he has no more. You must count the exact number of trumps which the declarant holds.

When a player leads A, K, showing no more, or plays the down-and-out echo, or leads a two, which you read as his fourth best, you must not only count the number of cards he holds, or remember that he has no more, but must count the number of cards in that suit which the other player holds.

Having counted the number of cards in one or more suits, subtraction will frequently allow you to count the rest of the hand. If the dealer has three spades, two hearts, and some clubs, count the total number of cards in his hand and determine precisely how many clubs he has.

All this is simple enough and nothing new, but the difficulty is players do not count play after play. Counting, to many, is like a familiar word understood when heard, but never on the tip of their own tongues.

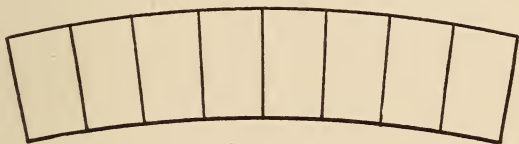
In the foregoing illustrations, the object was to count the exact number of cards in one hand. Frequently it is enough to count the number of cards in two hands jointly, to show that whatever the exact distribution, a play is safe. Suppose, playing against a trump make, you lead the king of spades from A, K, J, 10. Dummy has four small ones, and your partner and declarant both follow low. Aside from whatever information you gather from your partner's card, as indicating his echoing or not, you need not wait for your A, J, to be led to. As four cards have been played, and you and dummy each hold three, your partner and declarant together can have only three cards in that suit. If declarant holds the queen it must be singleton, or, if not, then your partner can ruff the third round.

In addition to counting cards, it is frequently necessary to count tricks. Suppose, at a love-all score, the declarant, playing a no-trump, takes your opening spade lead with his ace, leaving you four tricks in spades, if you can get in. It then becomes apparent that declarant can take also seven hearts and diamonds, making a total of eight tricks. Dummy has the king and

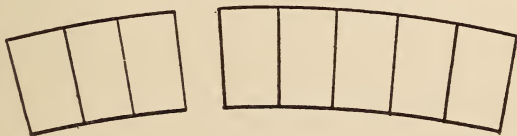
several small clubs. You don't know where the ace of clubs is, but if declarant holds it he can certainly go game. You need not, therefore, break your hand trying to keep a club protected. Your game is lost unless your partner has the ace of clubs and gives you a spade. Of course, if it were plain that the declarant holds the ace, you must abandon the hope of saving game, and save as many tricks as possible, or perhaps prevent a slam.

In all cases of counting the principal thing is actually to observe and count. Two suggestions may, however, be of value.

When learning to count, separate the cards in your hand according to the cards counted and not counted. Suppose you know the dealer has eight cards, three of which are spades. Do not hold your hand in this way:



Arrange your cards to emphasize the three cards, definitely counted, thus:



If you then find he has two hearts, separate two more cards, and so on. This, more than anything else, will call your attention to numbers and counting and help you to derive the benefit from it.

When you have learned to count, do not continue the habit of arranging cards in this way. It is poor bridge, and worse form, pardonable only as a temporary expedient.

The second suggestion is the rule of five. When a major suit is bid, credit the bidder with at least five, and, if bid by him persistently, with at least six.

If playing with a group of players in which minor suits are not bid on top cards alone, say, A, K, x, but on top cards with a willingness to play at that make, unless something better offers, then the rule of five can be applied to minor suits also.

Occasionally you will find that there are fewer cards (*e. g.*, A, K, Q, x), or more cards, in the bidding hand than the rule calls for, but in the majority of cases you will find the rule helpful.

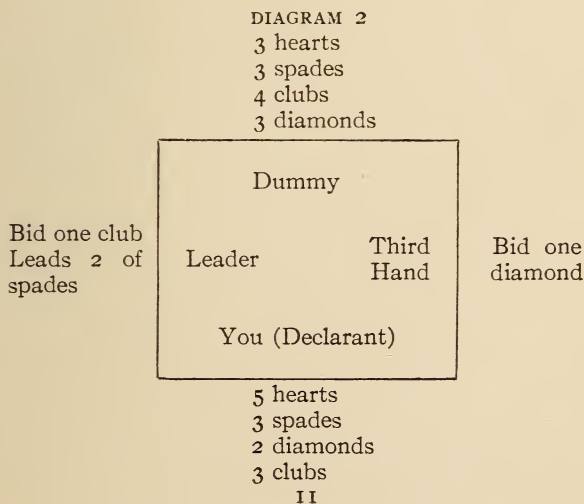
If a player who, when holding five or more hearts or spades always takes his partner out of a no-trump, does not do so, credit him with at most four spades or hearts. If later he bids a heart or spade, you should credit him with exactly four of the suit. This five-card take-out is excellent. At advanced scores it can be used in the minor suits also.

The rule of five is, of course, useful not only in

counting the declarant's trumps, but your partner's also. Many a game is lost in trying to give one's partner a ruff when the rule of five would have shown that he had no more trumps, and the only play was to try another suit before a long suit in dummy was made up.

The advantage of counting speaks for itself. An illustration, however, may be helpful to show how far counting may lead when the first card is played.

Suppose at a twenty-four all-score, the dealer bids a club, second hand (your partner) passes, third hand bids a diamond, and you get the bid at one heart. The dealer, now the opening leader, leads the two of spades, and your hand and dummy's are as follows:



The two of spades is probably the fourth best. If it were a singleton, third hand would probably have bid a spade. This gives the leader four spades and third hand three spades.

The game being twenty-four all, all suits are major. The rule of five gives the leader five clubs, leaving one club to the third hand. The same rule gives the third hand five diamonds and the leader three diamonds. This accounts for twelve cards in the leader's hand and nine in the third hand. The leader must have one heart, and the third hand four.

The probable distribution of cards among your opponents is, therefore, as follows:

<i>The Leader</i>	<i>Third Hand</i>
1 heart	4 hearts
4 spades	3 spades
3 diamonds	5 diamonds
5 clubs	1 club

Will you not, in trumps, finesse far more successfully with this information than without it?

Having counted in this way, you should draw inferences as to the high cards. The leader probably has neither the ace nor the king of spades, since a low lead from either would be an inferior opening, etc., etc.

In counting, the same caution is necessary as with inferences. Deductions early in the hand are not always certainties. Adapt yourself to all

information at hand. Above all, count and infer even if, at times, incorrectly. Your total gains will more than counterbalance occasional losses.

A second caution is also necessary in both counting and inferring. Give heed to the conventions, skill, and idiosyncrasies of the ones you are playing with. Reconsider diagram 2, for instance—in which you counted all hands when the first card was played—and assume that your opponents bid clubs and diamonds on tops alone, even when the score is twenty-four all. In that case you will not count fast or far.

III

EMPHASIZING STRENGTH

As soon as possible, determine the ability of the players at your table. If you and your partner are superior to your opponents, be more venturesome in bidding, or play for penalties, rather than rubber; if inferior, be more cautious; and, as between partners, when other considerations leave you in doubt whether to bid your suit or your partner's, bid the suit of the better player. You should not, of course, base your play upon relative ability alone, but should give it due consideration.

Have a clear idea of whose skill is in question. In making your contract, it is a question of your or your partner's single-handed skill against that of your opponents. In defeating an adverse make, it is the joint skill of yourself and partner against that of one opponent. It may even be a question of one player against another; for instance, when all high cards evidently lie between you and the opposing bidder. It is never, in the

play of the hand, a question of two partners against two opponents.

In straight bridge, relative skill affords a scientific and conclusive basis for the choice of seats. If your opponents have cut the deal and chosen seats, let the stronger of you sit at the dealer's left. On the first deal, the stronger will then have the important, opening lead; on the second, he will play the hand; on the third, though the opening lead is now equalized, he will still have played one hand more than his partner, and only on the fourth deal will stronger and weaker stand alike. Conversely, a player who has cut the deal should choose seats so that, unless his opponents change their position, the weaker opponent will be at the dealer's left.

In Auction, since the dealer is not necessarily the declarant, the choice of seats is less important and the correct principle less clearly established. Moreover, the system of scoring has so frequently and so recently been changed, and methods of bidding still vary so widely, that it is too early to reach a definite conclusion as to whether the dealer or his partner is more likely to be the final declarant. I believe it is the dealer, and, as between opponents, second hand, rather than fourth. Furthermore, I consider the deal a slight advantage. It is all-important to attack vigorously, and the dealer can frequently do so, or at least forestall an adverse attack, when he could not do so in any other position. While recognizing

the tentative nature of the conclusion, I therefore believe that in Auction, too, the first dealer should attempt to have the weaker opponent at his left, while his opponents should definitely place the stronger of them to the left of the first deal.

Occasionally it is wise to choose seats according to the peculiarities of a certain player. An opponent who grossly fails to cover honors should, if possible, be put at the left of a strong, observant player, so that the latter may have an opportunity to lead through.

Thoughtful choice of seats may seem unimportant and fine-spun. The fact is, rubber upon rubber is lost by an inferior play by the weaker player which would never have been made by the stronger, and the opponents should, therefore, attempt to put the weaker where he will do most harm. Moreover, there are hundreds of plays which one by one may seem unimportant and infrequent, but which, taken together, give a commanding advantage.

In choosing seats and emphasizing the weaker player, the demands of courtesy should not be overlooked; and in a loose game, with few penalties enforced, scientific choice of seats may not accord with the spirit of the play. But in a rigorous game choose seats carefully.

The principle of emphasizing the stronger player may control as to rules enforceable by either partner and permitting them to say, "Partner,

will you determine the penalty?" More frequently, however, it will be a similar, though slightly different principle. This is to let the decision be made by the hand which is the important one on the whole deal or in the single play in question. Suppose your partner, as dealer, bids a no-trump; second hand, two clubs; you and fourth hand pass; your partner bids two no-trumps, and second hand then makes an underbid of two clubs. If doubling is your play, correct the underbid and double; or, if you have a very poor hand and wish to wean your partner from no-trumps, correct the underbid and pass. Do not correct thoughtlessly. Your partner, who has the important hand on that deal, may be eager to play no-trumps, especially so if you are ten or more on the game. Why force him to bid three? If you are ready to bid two no-trumps, consider, nevertheless, whether you should ask your partner as to the penalty. Why hastily deprive him of what may be a golden opportunity to double three clubs, especially if you are a game ahead and a dash for rubber is not imperative? Whatever you do, do not blindly correct the underbid, hesitate, and finally overbid with three no-trumps.

Always scrutinize every detail. If your partner has been bidding a suit instead of no-trumps, and your opponents eventually make an underbid in another suit, then you have no information as to your partner's holding in the adverse suit.

This difference may not change the result, but requires consideration.

Another example: Dummy at your right holds the queen, jack, and ten of a suit in which you hold the king and others. Dummy cannot possibly get the lead to play through your king, but declarant leads dummy's queen by mistake. On this play yours is the important hand. Protect your king. Correct the lead. But if you do not hold the king, and it is immaterial to you who leads, let your partner decide. The lead from dummy may be the master-key to his play.

In the foregoing example the high cards were intentionally specified. When you held the king there could be no question of the advisability of calling the lead, but frequently there is. Suppose dummy at your right holds the ace, jack, and nine of trumps, and you the queen and others, and dummy's jack is led through you out of turn. The declarant probably has the king, ten (and others), and, if the queen does not fall from your hand, is likely either to pass the jack or take with the king and return the ten. If you call the lead, declarant may place the queen in your hand and eventually lead through you. You must try to outguess and outmanœuvre your opponent.

IV

PASSING

Bidding on insufficient strength is a simple fault requiring little discussion. Aside from opening declarations without high card strength, or injudicious sacrifices to save game, overbidding probably occurs most frequently when one takes an appreciable risk in a non-game-going declaration for the mere purpose of scoring some points toward game—which means all risk with no chance of real gain—or, secondly, when, without a single raise from one's partner, one persistently bids even a game-going declaration—in which case, especially if bidding against no-trumps, one should not be disappointed by finding practically nothing in his partner's hand; or, finally, when one plays no-trumps against two declared suits, in which case mere stoppers are not enough, unless one can immediately run off a large number of tricks.

Passing, though with sufficient strength to bid, is more complex. I shall consider only two phases: passing to conceal a suit, and passing because a bid is either dangerous or superfluous.

Suppose, at a love-all score, the opponent at your right deals and bids a no-trump, and your hand is as follows:

Clubs: K, Q, J, x, x, x

Diamonds: A, x, x

Hearts: x, x

Royals: x, x

Granting that your hand is strong enough to bid two clubs, you should, nevertheless, pass.

It is highly improbable that you can go game in clubs, and also improbable that your partner can do so with any make against a no-trump. Your first object must, therefore, be to save game, and your best chance is to establish your clubs against a no-trump. Why bid and not only invite third hand to shift to hearts or spades, but also give the dealer a certain chance to do so?

Sometimes, of course, if you bid you will force your opponents to two no-trumps and gain a good penalty, and occasionally you may even go game, but your infrequent gains in this way will be overshadowed by the points and games you lose by inducing a shift.

You cannot attack every moment. Be satisfied with the defensive at times.

Do not, however, be too eager to conceal a suit, for this is purely a defensive measure and you cannot win by a continual, passive defense. Before concealing suits give attentive consideration, therefore, to each detail. The foregoing hand, for instance, contains the following points:

1. *Your score is love.* You presumably cannot go game. Compare point 4.

2. *Your opponents' score is love.* If you force them to two no-trumps, you will increase the number of tricks necessary for them to make their contract, but not the number of tricks necessary to make game. A bid which makes both game and contract more difficult is frequently justified when one making only contract more difficult is not.

3. *Your opponents' make is no-trumps.* Your suit is more powerful against that make than any other.

4. *Your make would be clubs.* This is not usually considered a game-going declaration, especially against a no-trump, and of all possible declarations is the worst with which to keep the flag flying.

5. *You have only simple honors in clubs.* If you continue bidding and sacrifice to save game, you will not have a large honor score to reduce your loss.

6. *You have not heard from your partner.* If, contrary to probabilities, your partner has a prospect of game, or if he is strong enough to indicate a suit for you to lead, he will bid in spite of your pass. If your partner had bid a diamond you should pass. If he had bid a heart or spade, leaving only one game-going suit to the opponents, it would be a close question whether you should pass or not.

7. *You have not heard from the adversary at your left.* This is not so important as any declaration from him would have been.

8. *You are weak in hearts and royals.* Even if strong in one of the two, it is frequently better to pass.

9. *You have a sure re-entry.*

10. *You have the opening lead.* If you were fourth hand you should bid your clubs to indicate the suit for your partner to lead. This may invite a shift, but, not having the lead, you would lose little.

Some of the foregoing points are of slight, others of great, importance. If a hand differs from this one in some respects, do not immediately conclude that your bid will be different. Consider the whole situation.

Concealing a suit against a suit bid is usually bad. Bidding one suit against another is less likely to invite the opponents to shift, and, even if they do so, you are frequently as strong as before. Furthermore, the opponents' suit bid, as distinguished from a no-trump, indicates concentrated rather than distributed strength and you and your partner may have a very good chance for game in a suit or even in no-trumps. You should give your partner what information you safely can. Finally, even if you and your partner have not a game-going declaration, you should take such points above and below the line as you can without serious risk.

There are, however, cases where a suit should be concealed against another. Suppose the dealer at a love-all score bids a spade. Your partner and third hand pass, and you have a club bid, considerable strength in spades, but no hearts. It is safer to leave the opponents in their spade bid than to take the chances of their bidding a heart.

Similar to concealing a suit entirely, whether against a no-trump or a suit bid, is a refusal to raise your own or your partner's bid, hoping to keep the opponents in a declaration in which you can save game, or even win a penalty. This, too, is frequently effective (especially when your suit is a minor suit and your opponents are bidding two suits), but is to be adopted with caution.

I turn now to passing because a bid is either dangerous or superfluous.

Suppose at a love-all score you deal and bid a heart, and fourth hand bids a spade, and that you have no prospect of game, but just enough to bid two hearts. You should pass. You are playing with twenty-six cards, not thirteen. If your partner can raise, he will, unless he prefers to lie in wait for the spades. If he cannot bid, you cannot go game, may even fail to make your contract, and if your partner has nothing at all you may be doubled and lose heavily. If you feel a temptation to bid to force your opponents to two spades, remember not only that you would yourself be making an unsound bid in the hope that

your opponents would also do so, but especially that your position would be worse than theirs. You are raising without information from your partner. The opponent (at your right) who has bid spades, cannot possibly bid again without hearing from his partner.

Passing because a bid is dangerous or superfluous is also a defensive measure, and one not to be adopted without careful consideration. The situation in the foregoing hand is completely different, if the opponent at your right is the dealer and bids a spade. You must then bid your two hearts. Your danger of being set is the same as before, but it is no longer an unnecessary one. You must show your suit once.

Having discussed only a few cases of passing, do not conclude that there are no others. A large number of bids actually made should, in fact, be passed. Attack vigorously and help your partner to do so, but know when not to begin, or, having begun, when to stop.

V

DOUBLING

I shall not consider the general question whether it is advisable to pass, double, or bid, but shall address myself only to certain neglected phases of doubling.

Free doubles (that is, doubles when opponents will go game by making their contract, though undoubled) are too common. When you double and win, you gain an extra fifty a trick, but when you lose, you lose fifty a trick and double the opponents' score below the line. You may also be redoubled. You should not, therefore, double merely because opponents "would go game anyway," or because you "always double five."

Other doubles, however, are too seldom made by experienced players. You should be more cautious than with a free double, but if you absolutely never gave your opponents game by doubling, you would meanwhile miss thousands of points that should be yours.

There is no simple answer to the question,

“What is necessary to double?” Doubling hands are infinite in variety, and conventional requirements practically do not exist. It will, however, be helpful to use one of the two following rules (to determine whether you have sufficient strength to double, but not whether doubling is the best course). For free doubles your hand, and your partner’s as indicated by his bidding, should be reasonably certain to give you your book with the probability of one more, and for other doubles reasonably certain to give one over your book with a probability of another; or, secondly (a more conservative rule), for free doubles, your hand should promise one over your book with a probability of one more, and for other doubles, two over, with or without the possibility of another. But these rules are not far-reaching, for with infinite variation in hands and bidding there is no effective rule (save simple rules for beginners) to determine what your hand is worth or your partner’s. The most that can be said is that after you have carefully estimated your tricks, you should not, in doubling, fall below the standard of the first rule nor wait to exceed that of the second.

In some communities, doubling of a suit which has been called over your partner’s no-trump implies that you have the suit twice stopped. You must, of course, note what conventional interpretation would be given your double.

If you extend your doubling when not free,

you will face a new danger which seldom confronts you in free doubles. This is that your opponents may elude you by changing the make.

The question of escape is fourfold:

First, will your opponents try to escape? If they have been bidding two suits and you have no strength in the first, and your partner has shown no strength in it, doubling the second will frequently prove futile, merely driving the opponents back to their first suit. If, however, your opponents have bid only one suit and you double, they very seldom try four in a new suit, not infrequently three, very often two.

Secondly, will a shift, if made, be successful? If your partner bids a no-trump, second hand two spades, in which you are strong, and you double, your opponents are not very likely either to try to escape or to escape successfully. Your partner can supposedly take care of the other three suits. If, however, your partner bids a spade which gives little, if any, information as to the other suits, and second hand bids two clubs, and you double with weakness in diamonds and hearts, the door is wide open to a successful shift.

Thirdly, would a shift be on better, or worse, terms? If your partner bids a no-trump, second hand two spades, and you double, your opponents can escape only on worse terms. Eliminating their highly improbable bid of two no-trumps, they must raise their contract to three. Of the three available suits, all of which are worth less

than spades above and below the line, two—clubs and diamonds—require more tricks at most scores to go game.

Fourthly, if you will be unable to double after a shift, are you still in a strong position? Recently, with seven spades and six clubs, I bid a spade as dealer, and fourth hand bid two clubs. I bid two spades and fourth hand went, unwisely, to three clubs. I was reasonably certain of four odd in spades or of setting my opponents three or more. Being a game ahead and, therefore, having a three-to-one chance of going rubber later, I preferred a penalty of three hundred or more to rubber; and having little chance of forcing the opponents up to four clubs, I doubled three. The opponents bid three diamonds. I bid three spades and went game. Escape into diamonds or hearts was patent, but my spades still controlled the situation.

In considering the chance of escape, every detail of bidding is important. Always notice what bids have been made, and which players have not had a chance to bid.

Two other points as to doubling: If you prefer a penalty to playing the hand, and can double successfully, be cautious in trying to force the opponents up. When you can strike a telling blow, strike. The stronger you are, the less likely your opponents are to raise, especially if you intend to double the opponent at your right, for, by the time the bid reaches him his partner

may have passed and have frightened him from a contemplated bid.

The other point is but a variation of the foregoing one. It concerns the rule, "Never double a bid of one." Doubling one is almost invariably premature, but, when a suitable hand comes, double. Suppose the dealer, at your right, bids a no-trump at a love-all score, and you hold this hand (which is based on an actual hand with only a slight change to make my meaning clear):

Spades: ace, queen, knave

Hearts: " " "

Diamonds: king, queen, knave

Clubs: " " " ten

The dealer (rightly or wrongly) has apparently bid on two aces and two kings, and whether you or the dealer plays no-trumps you are fairly certain of nine tricks. Since there are no aces to be scored, you should prefer a penalty of 300 to game, or even rubber, for, according to Chapter VI, 300 would, on the average, net more than a rubber of 280 (250 and three odd). You cannot hope to force the opponents up and you cannot risk bidding a suit and being left in, for your going game in any suit is at least doubtful. Double. If your opponents shift, you can again double, or if you then prefer game to a penalty, you can still bid two no-trumps and go game.

This would, of course, be an unusual hand, but unusual hands test all-embracing rules.

A convention is now being tested, but is not

yet firmly established, according to which doubling a bid of one in a declared trump means strength in the other three suits, and calls for a no-trump bid from the partner, or his best suit. Conventional meanings, as has already been said, must be observed in doubling.

VI

KEEPING THE FLAG FLYING

There has been much inaccurate reasoning on the number of points which can be profitably sacrificed to save rubber (that is, the third game, not the second, although the latter may end the rubber). One writer goes so far as to recommend 400 to 500, but a loss of over 300 does not really merit serious consideration, while the conservative limit is at most 200.

When bidding to save rubber, you cannot foretell whether your bid will stand and what your loss will be. One who is ready to lose only 200 bids differently, however, from one willing to lose more. The amount which can, in theory, be sacrificed profitably is, therefore, important.

Suppose you do not overbid, but allow your opponents to go game. They will score 250 and a score below the line which varies continually, but for which 35 may be taken as a rough and ready average. They will usually score honors also, say, 35 on the average, making a total score on that play of, say, 320.

Suppose you sacrifice and lose 300, or, deducting honors, say, net 265. If you do this in two rubbers you must, on the average, in an evenly matched game, win one rubber and lose the other. If you win, your loss of 265 will be offset by, say, 320 (estimated as before) or 55 net in your favor. If you lose the rubber, your loss of 265 will be increased by, say, 320, making a total of 585. The average of the two rubbers is a loss of 265.

Of course, after you lose 300, there may be other penalties for or against you, but these eventually tend to balance. By losing 300 you apparently lose only 265 on the average as contrasted with 320 if you allow your opponents to go rubber.

A gross loss of 300 would, therefore, seem justified, especially if your net loss when being set is considerably less, say because of your holding four honors in one hand, or if you stand a better chance of winning the rubber, for instance when you excel your opponents in play. A loss of 400, however, is clearly unjustifiable. There is no middle point. A loss of 350, being set seven tricks, would not only mean wantonly reckless bidding, but would require a miracle to prevent a double and a loss of 700.

But the justification for a loss of 300 is apparent only. It rests, in fact, on a false premise. You assume that a sacrifice is necessary. What proof have you that your opponents will go game?

I venture to say that a majority of sacrifices are unnecessary.

If 300 is a wise sacrifice to prevent a certain loss of rubber, what is a reasonable sacrifice to prevent an uncertain but possible loss of rubber? There is no definite mathematical answer. But does it not seem that a loss of 300 (with some reduction) is excessive to prevent a possible loss of 250 (with some additions), and that the conservative limit is at the very most 200?

Change these rough and ready figures, if you will, and make them statistically accurate. The result is substantially the same.

In some cases almost any sacrifice is unwise. If your principal object is to win a match of several rubbers, and if you begin the last rubber so much ahead that you cannot lose unless you are set, then you should certainly not imperil the match in an effort to win the last rubber. Also, if you are outclassed in play, almost any sacrifice will, on the average, prove over-costly.

The foregoing method, based on averages, should be used in answering many other questions instead of judging, as is so frequently done, by the result of a hand or two. For instance, what penalty can be suffered, to eventual profit, to save game at a love-all score, or with a game in, or with opponents a game in? And, conversely, what penalty must be inflicted at these scores to make it profitable to forego game?

While it is only a generality, yet it is helpful

to remember this: you cannot win every game or rubber. Don't let penalties spoil your winning rubbers or aggravate your losses. Have your losing rubbers small. Let your opponents sacrifice bravely. Win the big rubbers. This does not mean that the fear of penalties should take the backbone out of your game, but that you should have the percentages play in your favor.

VII

COVERING HONORS

Honors are usually covered second hand on some such principle as "cover an honor with an honor," or "king ever, queen never." These are rules for beginners only.

To determine whether you should cover, ask yourself these questions:

1. "Is there a card in my hand, or possibly in my partner's, which can be made good by my covering?"

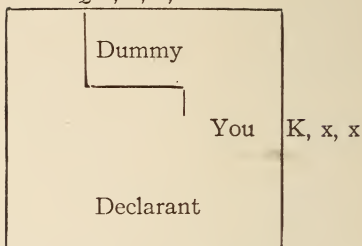
2. "What is that card?"

3. "How, or when, must I cover to make it good?"

To apply these questions:

At a heart make by your adversary, dummy has the queen and four small hearts and leads the queen through you. You hold the king and two small ones; that is, the position is:

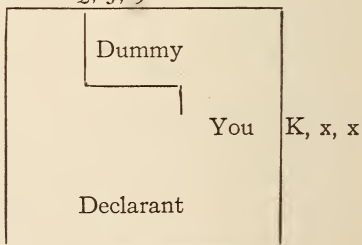
DIAGRAM 3
Q x, x, x, x



Crediting the declarant with five, according to the rule of five, your partner has no hearts. Even if he had one, you could not possibly make it good. Covering is, therefore, needless. Furthermore, it is positively bad, for many players do not finesse with ten cards in suit, and the declarant may be leading the queen merely as bait, intending to cover with the ace. Such a play of declarant is called a "fake finesse."

A second example: Suppose dummy with Q, J, 9 in a side suit, leads the queen through you. You hold K, x, x; that is, the position is:

DIAGRAM 4
Q, J, 9

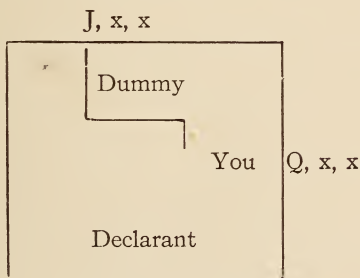


Assuming the ace to be in declarant's hand, there may be a card in your partner's hand which can be made good. It is the ten. But will your covering the queen make it good? If you do cover, and declarant takes with the ace, he can then lead, through your partner's ten, to the J, 9 in dummy. You should, therefore, cover an honor only on the second lead through you.

A consideration of all questions of covering honors second hand is impracticable. An analysis of several queen plays in side suits can, however, be briefly made. These are probably the most instructive.

Suppose dummy has the J, x, x, and leads the jack through you. You hold Q, x, x; that is, the position is:

DIAGRAM 5



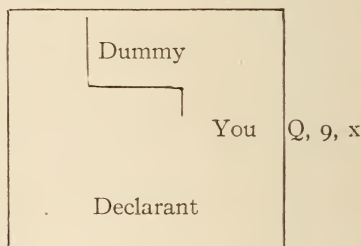
If declarant has A, K, x, your covering may make your partner's ten good. If declarant has

the A, ten, your covering may establish the K, nine in your partner's hand, over declarant's ten. If declarant has K, ten, your covering may enable your partner to take a trick later with a nine. If declarant, contrary to the probabilities, has only the king and small ones, your covering may prevent his taking any tricks in the suit. You should, therefore, cover the jack.

Suppose, however, dummy has the J, 10, x and leads the jack through you. You hold Q, 9, x; that is, the position is:

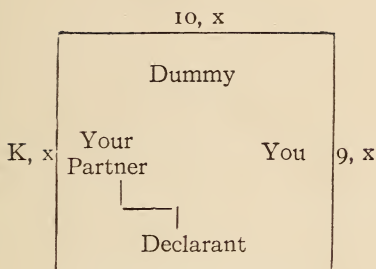
DIAGRAM 6

J, 10, x



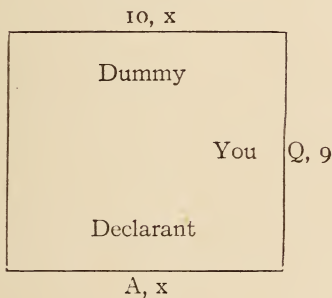
If declarant has the ace or king alone, or ace and king alone, and you cover dummy's jack, the queen is wasted, dummy's ten differentiating this position from the previous one in this respect. If declarant has the ace and small ones, and you cover dummy's jack, declarant can take with the ace, and the position will then be:

DIAGRAM 6a



If, however, you had passed the jack when dummy led through you, your partner's king would take, and the position would then be:

DIAGRAM 7

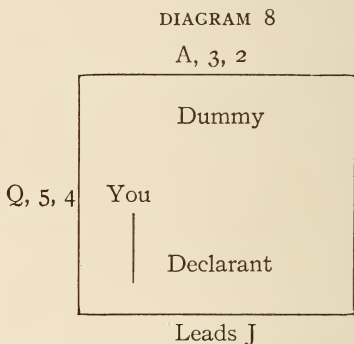


You must take another trick if the suit is led to you. You, of course, cover the ten.

If declarant, instead of the ace, had held the king and small ones, you gain nothing by covering the first time.

If you held a small card instead of the nine, you should play similarly. Whether you and your partner take one trick or two depends upon the position of the nine.

Instead of having dummy lead through you to declarant, that is, to the concealed hand, suppose the declarant leads through you to dummy—that is, to the exposed hand; for instance:



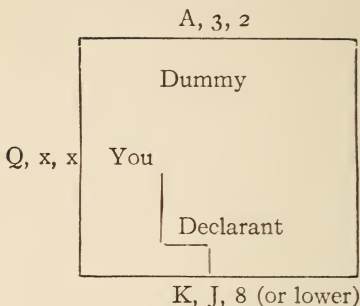
To determine the correct play, consider the combinations from which declarant would be likely to lead the jack. They are these:

1. Jack, or J, 10 alone. It is immaterial what you play. You cannot gain by covering.

2. J, 10, 9, with or without others. You cannot gain by covering, and if your partner has the king alone, you lose a trick by covering.

3. J, 10, x (x being in this case lower than the 9), if you cover the jack, the position is similar

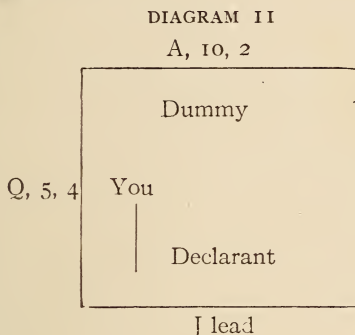
DIAGRAM 10



In the first position, if you cover the declarant's jack with your queen, and dummy takes with the ace, declarant still has the K, nine over your partner's ten. In the second position, by covering you do make your partner's ten good eventually. Here, then, is a single instance where it pays to cover the jack when led to the A, x, x in dummy. When declarant leads his jack through you, however, you do not know from what combination it is led, and you should not cover on the remote chance that it is the last combination. This, for two reasons. It is the only combination, out of several, in which you can possibly gain by covering. Furthermore, it is highly unlikely that declarant has the K, J, 8 (or lower) combination, for if so he would almost always play low to the ace, and then lead back to his K, J. It is only when declarant has placed the queen in your hand, either through your

bidding or a subsequent play, that he would be justified in playing in this unusual way.

In the foregoing leads of the declarant through you, dummy had only A, and two very small cards. Now suppose dummy has A, 10, x; that is, the position is:



The probable combinations from which declarant is leading are these:

1. Jack alone. If you do not cover, you can take two tricks in the suit, but to take them neither you nor your partner can lead the suit. If you cover, you can take two tricks, and you (not your partner) can lead the suit safely.

2. J, 9. You and your partner can take only one trick (assuming, of course, the proper finessing by declarant), and it is immaterial whether or not you cover, except that if it is a no-trump and dummy has no card of entry, then if you cover, and your partner takes the second round of the

suit with his king, the dummy cannot get in to make the ten.

3. J, 9, x. You and your partner can take only one trick. It is immaterial whether or not you cover, except that if declarant (or dummy) has more cards in the suit than those shown in the diagram, and your partner has king alone, you will lose a trick by covering.

As to these three possible combinations, there is, therefore, a slight advantage in covering in combinations 1 (J) and 2 (J, 9), but a slight danger in covering in 3 (J, 9, x and others). The advantages or disadvantages here are so slight that they can be disregarded if a more important reason for covering or not covering develops. Consider, therefore, the remaining combinations:

4. *Jack, and one or more lower than the nine.* If you do not cover, your partner's king will take, but dummy will then hold the ace, ten over your queen. If you do cover the jack, your partner will hold the K, 9 over dummy's ten. Notice here the importance of the nine.

5. *K, J, 9.* You cannot gain by covering; and if you do not cover, and declarant is playing the criss-cross finesse, your queen will take.

6. *K, J, and one or more lower than the nine.* The result is the same as in the previous combination. Note, however, that a declarant is less likely to play the criss-cross finesse when he lacks the nine. If he plays the jack, and you play low, and

he puts up the ace, he will then have the Q, 9 out against him, and he cannot play the second part of the criss-cross without taking a chance of the queen's making (as he does in any criss-cross), but also of the queen being in your partner's hand, covering the ten, and thus making the nine good. He would probably, therefore, if finessing at all, either play the jack toward the ace and complete the simple finesse, or play low to the ace and finesse the second round.

From a consideration of combinations 1, 2, and 3, which we have seen present only slight and practically counterbalancing advantages or disadvantages in covering, and of the more important combinations 4, 5, and 6, it follows that when the jack is led through your queen to dummy's A, 10, x, you should not play the queen if you think declarant has the king, but should cover if you think declarant lacks the king.

This may seem to lead us no great distance, but let us see.

If the suit in question is the trump, is it not likely that declarant has the king? Or, conversely, is it not unlikely that your partner has both the king and the nine? Or, if declarant is playing a no-trump, and, as soon as he gets in, opens the suit in question with the jack, is it not likely either that he has the king, or, if he does not have the king, that he has so long a suit that your

partner's king is not sufficiently guarded to make it advisable for you to cover? If he had neither, would he not open some other suit?

In deciding whether to cover, consider whether the declarant plays the suit early or late in the hand. Consider all the bidding, and the discards; consider everything. Reconsider, too, the suggestion in Chapter III to determine the ability of the different players. If declarant is a very weak player, put the queen on his jack (unless it is in the trump suit, in which case your partner cannot have enough cards of the suit to make covering worth while). Would a weak player play the criss-cross finesse? or be likely to lead anything but the highest or lowest card from K, J, and others?

Sometimes you will choose the wrong play, but by acute observation you can usually select the right one. Remember, however, that even if you diagnose the play correctly as being a lead from K, J, and others, it will avail you nothing if you reveal your hand by hesitation or some mannerism.

If there is no possible basis for inference (which would be a rare case indeed), assume that the king is in that hand in which, according to the law of averages, it will most frequently be; for instance, if you know the declarant and your partner each have three cards in the suit, and declarant leads the jack, assume your partner has the king. Your partner, with three unknown

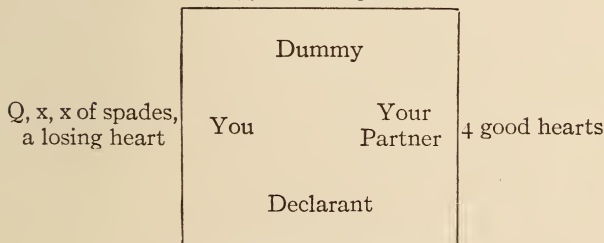
cards of that suit is more likely to have the king than declarant, who (besides the jack) has only two unknown cards of that suit.

A careful study of the proper covering of honors second hand should prove helpful in another branch of play—leading for a finesse. Many finesses are attempted which, against a proper defense, must fail of their ultimate object. Such finesses need not be abandoned against weaker players, but against stronger ones they should, if possible, be postponed in the hope of enticing the opponents to lead the suit.

In the foregoing parts of this chapter I have considered the covering of honors only with a view to making some card good. The determining factor may, however, be something else; for instance, to block a suit. At the end of a no-trump hand, declarant plays the king of spades, and you know the cards lie as follows:

DIAGRAM 12

A, 9, 3, 2 of spades



K, J, 10 of spades, a losing heart

After taking the first spade trick with the king, declarant plays his jack. (Whether he managed his end play well is not the question.) Though you cannot make a spade good, you must cover the jack. Declarant's ten will block dummy's spades.

The suggestions in Chapter III concerning the relative ability of players should also be followed in covering honors. Meet a ponderous offensive in one way, a brilliant attack in another.

VIII

ACE, KING, QUEEN, AND SIX OTHERS IN TWO HANDS

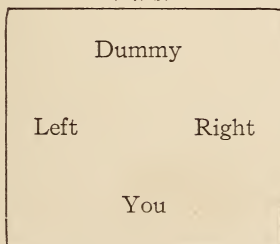
There is probably no position so frequently misplayed as that in which declarant and dummy together hold nine cards in a suit, including the A, K, Q, but not the jack, with at least one of the three high honors in each hand.

For simplicity's sake, we will assume that the nine cards are divided five and four.

Suppose the distribution is as follows:

DIAGRAM 13

A, 4, 3, 2



K, Q, 10, 6, 5

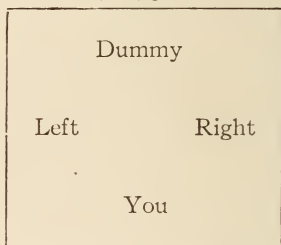
Assume that the only object is to prevent a three-times guarded jack from taking. There is not, for instance, if the suit is trumps, any question of ruffing in the weak hand before exhausting trumps, etc., etc.

It is immaterial which hand takes the first trick. If the jack is at the left, three times guarded, it must take a trick (unless it is led away from); but if at the right, it can be led through.

Suppose the position is as follows:

DIAGRAM 14

A, 10, 3, 2



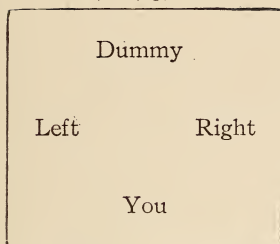
K, Q, 6, 5, 4

You, holding two high honors, must take the first trick. If it then appears that the jack is at the left, three times guarded, it can be led through. If the ace had taken the first trick, the finesse could no longer be taken. If the finesse were taken on the first round, it would be a needless risk, for the position of the jack is then unknown.

Suppose the position is as follows:

DIAGRAM 15

A, 10, 3, 2



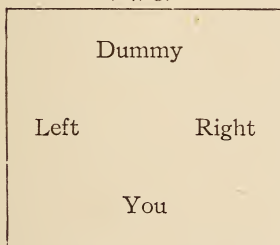
K, Q, 9, 5, 4

You (holding two of the high honors) must take the first trick. The jack can then be led through, no matter at which side or how well guarded.

The same result follows in this hand:

DIAGRAM 16

A, 4, 3, 2

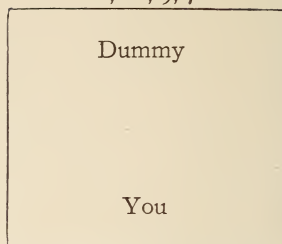


K, Q, 10, 9, 8

The same result follows here, but unblocking may require attention:

DIAGRAM 17

A, 10, 9, 7



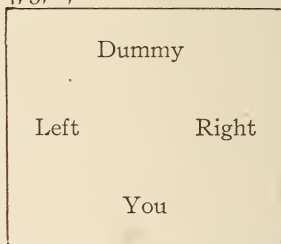
K, Q, 8, 6, 5

In the foregoing five positions, declarant or dummy had the ten.

Suppose the position is as follows:

DIAGRAM 18

A, 4, 3, 2, and a card of re-entry



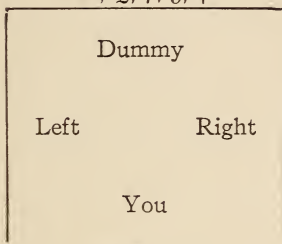
K, Q, 9, 8, 7 (and other suits)

Dummy must take the first trick with the ace. The jack, three times guarded, cannot be captured if at the left, but can be if at the right, even though the next card is the ten. As it takes two leads from dummy to accomplish this, note the importance of a card of entry in dummy's hand.

Unblocking may also be important in hands similar to Diagram 18; for instance:

DIAGRAM 19

K, Q, 7, 5, 4



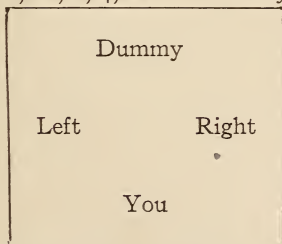
A, 9, 8, 6

The six must be retained to unblock.

In all of the foregoing hands the finesse could be taken only one way, Diagrams 13, 14, 18, and 19; or, if it could be taken both ways, Diagrams 15, 16, and 17, a high card could first be led to ascertain the lay of the cards. But note the following hand:

DIAGRAM 20

A, 10, 8, 4, with a re-entry



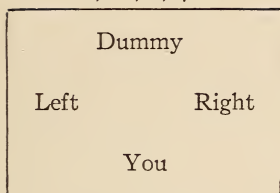
K, Q, 7, 6, 5 (and other suits)

If the jack is three times guarded, and at the left, it can easily be led through; or, if at the right, it can also be led through by getting into dummy's hand twice. But if you play the king (or queen) from your hand to get the lay of the land, you can no longer lead through the jack, three times guarded at the right. You must, then, determine where the jack is most likely to be and play accordingly. If you had called a spade, the player at the left bid a no-trump, and your partner bid two spades, all passing, and the cards in the diagram are all spades, every indication would be that the jack was at your left. Or, if the player at your left bid a heart, your partner and third hand passed, and you became the final declarant with one spade, and if as soon as the player at your left opened with a heart, you concluded he had five hearts, and the player at your right only two, you should play as if the player at your right had the jack. He has thirteen cards, of which two are apparently hearts, leaving eleven cards, of which four may be spades. The player at your left has apparently five hearts, leaving only eight cards, of which four may be spades. The player at your right must, therefore, on the average, hold the jack three times guarded more frequently than the player at your left. •

In the foregoing hand, notice the importance of the seven. Change the seven in your hand to a lower card, say, as follows:

DIAGRAM 21

A, 10, 8, 4



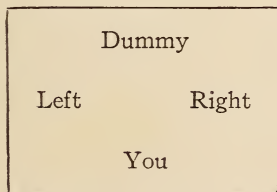
K, Q, 6, 5, 3

If the jack is at your right, you cannot lead through it. After the ace takes, the jack would cover the ten, drawing your queen, and the nine would cover the eight, drawing your king, leaving the seven good. The correct play is, therefore, the king (or queen) first, and then, if necessary, finessing through the player at the left. Here, then, is a hand the correct play of which depends upon the position of the seven-spot!

The principles of the foregoing play may be applied to the following hands also:

DIAGRAM 22

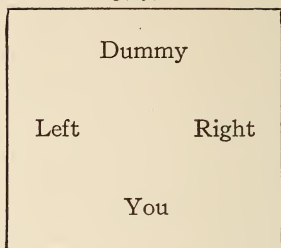
J, 9, 3, 2



K, Q, 8, 7, 6

DIAGRAM 23

J, 9, 6



A, K, Q, 8, 7

I have given the illustrations in this chapter not because these long suits occur frequently, or because, when they do occur, the other cards are usually together—they are, in fact, usually divided—but because no situation so thoroughly shows the difference between average good play, so called, and really scientific bridge. Even experienced players will play these situations in haphazard fashion and blame a bad break of cards when the jack (or, in Diagrams 22 and 23, the ten) takes. The expert will eliminate every conceivable chance against him, and be stopped only by the mathematical impossibility of taking all the tricks; or by finding the jack, three times guarded, in a hand where it could not be supposed to be, and where, on the average, it would not be.

In this connection it is timely to say that one of the best ways to improve your game is this:

whenever you have been defeated by an unusual distribution of cards, but could have won had you known how the cards lay, assume that you played unskilfully. Occasionally there are situations you cannot foresee, but unless you are unusually expert you will usually find that your technique was at fault, or that you overlooked some important clue.

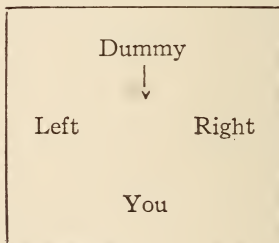
IX

MISCELLANEOUS

1. *Controlling Adversary's Lead.* Suppose at your spade make, and after your opponent's trumps are out, your combined hands are as follows:

DIAGRAM 24

1 spade (trump)
1 losing heart
2 losing diamonds
A, J, x of clubs



2 spades
No hearts
2 losing diamonds
K, 10, x of clubs

Dummy is in the lead.

You will manifestly lose two diamonds tricks and also one club, if your finesse against the queen is unsuccessful. By correct play on your part it is, however, impossible for you to lose more than two tricks, no matter where the queen of clubs is. Your first play from dummy is the losing heart, which you ruff. You then play a diamond. Opponents will, no doubt, lead another diamond. They must then either lead you a club, which will make three tricks in clubs certain for you, no matter which opponent leads them or where the queen is, or they must lead some other suit which will allow you to discard a club in one hand and ruff in the other.

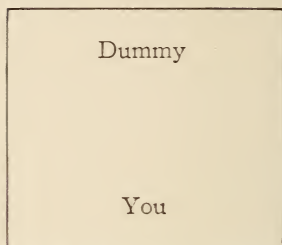
Note the extreme importance of leading the heart before the losing diamonds. If you played a diamond first, opponents could themselves lead diamonds and then a heart, forcing you to ruff from your own hand. Now you are compelled to try the club finesse and this may, of course, fail.

Preparation for controlling the adverse lead may be necessary on the very first trick. Suppose, at a score of 9-0 in your favor, you bid a spade; all pass; the queen of hearts is led, and your and dummy's hands are as follows:

DIAGRAM 25

J, 10, 4, 3 of spades (trumps)
 x, x, x in hearts
 x, x, x in diamonds
 A, J, x of clubs

Leader
 Q of hearts led



Third hand
 plays low on
 first trick

A, K, Q, x, x of spades
 A, x of hearts
 x, x, x in diamonds
 K, 10, x in clubs

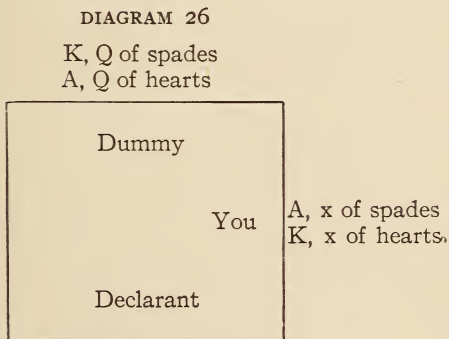
The usual way to play this would be to take the first heart trick and then exhaust the adverse trumps. (Assume these are not all in one hand.) You might then attempt to control the adverse lead by playing a heart, hoping that the heart would be led a third time before the diamonds are played three times. But if the opponents play the third heart only after three rounds of diamonds, you are compelled to try the club finesse.

The mistake was in the first play. The queen of hearts should have been passed. No one having bid, you can well afford to chance a small trump being made against you. It is probable

that another heart will be led, since the leader's queen held and the king and ace are still out. If led, you take with the ace, and take two rounds of trumps in your own hand, and then put dummy in with a spade. Your position is now similar to Diagram 24. Dummy plays the losing heart, which you ruff, and you then lose at most three diamonds.

If all four trumps against you are in one hand, you cannot control the lead with certainty, for exhausting opponents' trumps will exhaust dummy as well, and ruffing the third heart will exhaust your hand also.

2. *Cards of exit.* Suppose the last four cards in a no-trump are as follows:

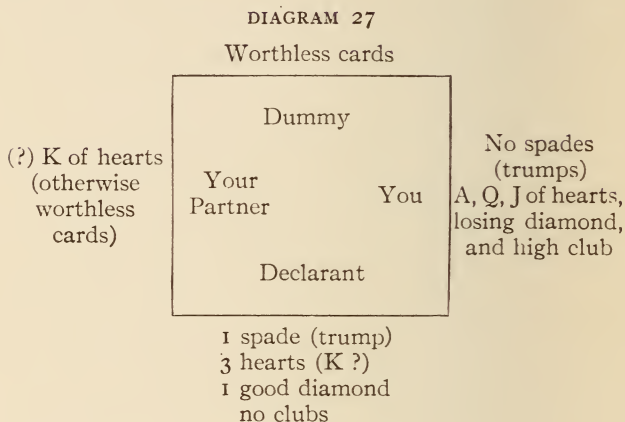


Dummy leads the king of spades.

If you take with the ace (and there is, of course, no reason whatever for holding off), your small

spade is a card of exit, and your king of hearts must be led to.

Suppose the last cards are as follows:



You are in the lead. You do not know where the king of hearts is, and you would like to have the hearts led to you. You have two cards of exit. It may seem immaterial which you lead. If you lead the club, declarant (who we will assume has in fact the king of hearts) will ruff, lead his good diamond, and put you in with a heart, compelling you finally to lead from your tenace. If you lead your diamond first, and declarant follows with a heart, you can then play your club, your second card of exit, and compel another lead to your tenace. In other words, having

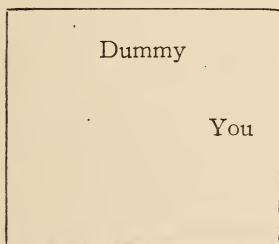
two cards of exit, play that one which can be taken from you.

It is frequently necessary to take out an adverse card of exit. In the foregoing hand the declarant, after you had unskilfully played your club exit first, took out your diamond exit. As a rule, however, when taking out adverse cards of exit, it will be simpler to consider yourself as ridding your hand of an unwelcome card of entry. The king of diamonds would put declarant in when he wishes to be led to, and therefore he first rids himself of this card.

To make this clearer, there follows another illustration. This is the same as Diagram 26, with the addition of one card:

DIAGRAM 28

K, Q of spades
A, Q of hearts
x of diamonds



A, x of spades
K, x of hearts
high diamond

Dummy leads the king of spades, which you take, keeping the small spade as a card of exit.

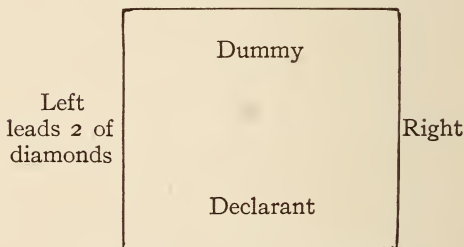
If you now play the small spade, dummy can throw the lead by playing the diamond. His diamond is a card of exit to him; your diamond is, for you, an unwelcome card of entry. Before returning the spades you therefore play the diamond.

You will notice that the subject of cards of exit and unwelcome cards of entry is similar to controlling the adverse lead.

3. *Postponing trump lead to discard.* Postponing a trump lead in order to discard is rarely misplayed in its simple form. In the following hand, declarant discards two clubs on dummy's diamonds before trumps (spades) are led.

DIAGRAM 29

9, x, x of spades (trumps)
x, x, x of hearts
A, K, Q of diamonds
x, x, x, x of clubs

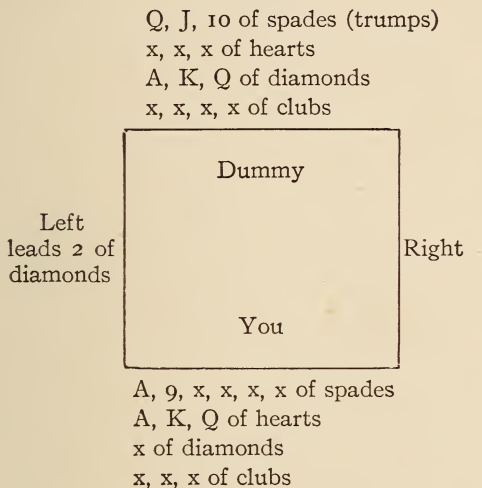


K, Q, J, 10, x, x of spades (trumps)
A, K, Q of hearts
x of diamonds
x, x, x of clubs

Notice, however, that if declarant also had the ace of trumps, he should exhaust trumps first, putting dummy in with the nine, and then discarding.

The following is another example:

DIAGRAM 30



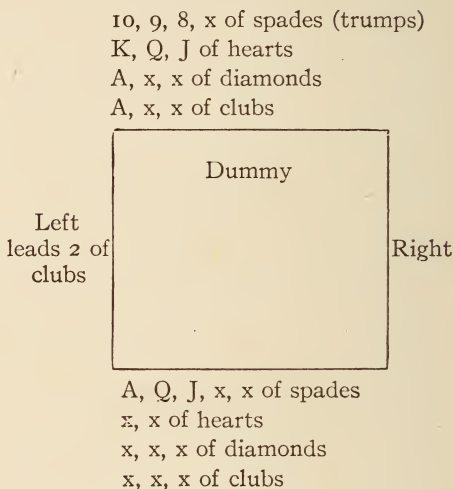
Declarant must discard two clubs on dummy's diamonds before trying the spade finesse.

While these simple situations are usually correctly played, more complex ones, in which the discard is not obvious or ready-made, are not.

You bid a spade, at a score of 12-0 in your

favor; all pass, and the opening lead, and your and dummy's hands are as follows:

DIAGRAM 31



(The correctness of your bid or dummy's is not in question.)

Dummy takes the first trick with his ace.

If your spade finesse is successful, you will establish dummy's hearts before dummy's ace of diamonds is taken out, and discard one of your diamonds (or a club, if any are left) on dummy's heart, thus losing only the ace of hearts, one diamond, and two clubs. But suppose your spade finesse fails. Your opponents may then take two

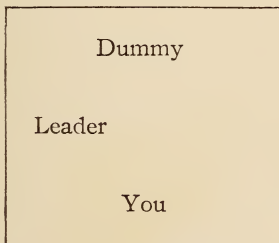
club tricks, take out dummy's ace of diamonds, and, when they get in again on the ace of hearts, take two diamond tricks, or six in all. You will thus get your contract, but just miss game. You should, therefore, establish your hearts at once, thus preparing a discard. When dummy's ace of diamonds is taken out, dummy plays hearts, and you discard from your own hand.

Frequently a discard must be prepared, in order to avoid taking a finesse. Suppose you bid a spade at a score of 9-0 in your favor; all pass; the leader opens with the two of hearts, and your hand and dummy's are as follows:

DIAGRAM 32

10, x, x of spades
 x, x, x of hearts
 A, Q, x, x of diamonds
 K, Q, J of clubs

Leads 2
 of hearts



K, Q, J, x, x, x of spades (trumps)
 A, x, x of hearts
 x, x of diamonds
 x, x of clubs

You will lose the ace of trumps, two small hearts, the ace of clubs, and the king of diamonds, if your finesse fails. But why necessarily try the finesse? Arrange a discard at once on dummy's clubs. If you have a chance to discard a heart on dummy's clubs, do so, and finesse in diamonds later; but if you have lost two heart tricks, or it may still be possible for you to lose two in all, when diamonds are first led, do not risk the finesse. Discard on dummy's clubs.

In postponing a trump lead, to discard or arrange a discard, consider carefully what chance you are taking of having an adversary ruff. Never postpone a trump lead unnecessarily. In the foregoing hand, if after establishing clubs and after your hearts are exhausted, you or dummy get in while the ace of diamonds is still in dummy's hand, do not continue clubs immediately. Eliminate the chance of a ruff by leading trumps.

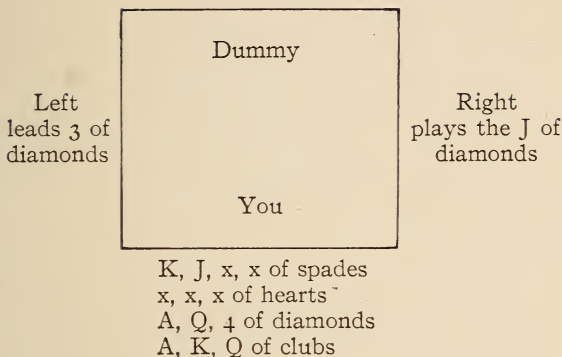
Arranging discards is frequently effective in a no-trump also.

4. *Taking out opponents' entry.* While opponents usually take out dummy's cards of entry correctly, declarants are liable to overlook taking out a possible entry of their opponents.

You bid a no-trump; all pass; the leader plays the three of diamonds, and your hand and dummy's are as follows:

DIAGRAM 33

Q, x, x, x of spades
 A, Q, J of hearts
 7, 6, 5 of diamonds
 x, x, x of clubs



You take the first trick with the queen of diamonds. If you play your heart finesse immediately, find the king at your right and the ace of spades at your left, you will not, against correct play, be able to go game if the leader has five diamonds. The ace of spades is a possible entry, and the only one for the leader. You must play spades at once.

If, instead of having the A, K, Q of clubs, you held the K, Q, J, there would be two possible cards of entry for the leader. You must exhaust one. On account of the greater length of the spade suit, you play spades.

APPENDIX

THE LAWS OF AUCTION

By courtesy of the Whist Club, of New York City

The Rubber

1. A rubber continues until one side wins two games. When the first two games decide the rubber, a third is not played.

Scoring

2. Each side has a trick score and a score for all other counts, generally known as the honor score. In the trick score the only entries made are points for tricks won (see Law 3), which count both toward the game and in the total of the rubber.

All other points, including honors, penalties, slam, little slam, and undertricks, are recorded in the honor score, which counts only in the total of the rubber.

3. When the declarer wins the number of tricks

bid or more, each above six counts on the trick score: six points when clubs are trumps, seven when diamonds are trumps, eight when hearts are trumps, nine when spades are trumps, and ten when the declaration is no-trump.

4. A game consists of thirty points made by tricks alone. Every deal is played out, whether or not during it the game be concluded, and any points made (even if in excess of thirty) are counted.

5. The ace, king, queen, knave, and ten of the trump suit are the honors; when no-trump is declared, the aces are the honors.

6. Honors are credited to the original holders; they are valued as follows:

WHEN A TRUMP IS DECLARED									
3 ¹ honors held between partners equal value of 2 tricks									
4	"	"	"	"	"	"	"	4	"
5	"	"	"	"	"	"	"	5	"
4	"	in 1 hand			"	"	"	8	"
4	"	"	I	"	{ 5th in partner's hand }	"	"	9	"
5	"	"	I	"		"	"	10	"

WHEN NO TRUMP IS DECLARED									
3 aces held between partners count 30									
4	"	"	"	"	"	"	"	40	
4	"	"	in one hand				"	100	

¹ Frequently called "simple honors."

7. Slam is made when partners take thirteen tricks.¹ It counts 100 points in the honor score.

8. Little slam is made when partners take twelve tricks.² It counts 50 points in the honor score.

9. The value of honors, slam, or little slam, is not affected by doubling or redoubling.

10. At the end of a rubber the side that has won two games scores a bonus of 250 points.

The trick, honor, and bonus scores of each side are then added and the size of the rubber is the difference between the respective totals.

The side having the higher score wins the rubber.

11. When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new deal shall commence) at a specified time, and the rubber is unfinished at that hour, the score is made up as it stands, 125 being added to the score of the winners of a game. A deal, if started, must be finished.

12. A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proved error in the trick score may be

¹ Law 84 prohibits a revoking side from scoring slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a slam not otherwise obtained.

² Law 84 prohibits a revoking side from scoring little slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a little slam not otherwise obtained. When a declarer bids 7 and takes twelve tricks he counts 50 for little slam, although his declaration fails.

corrected at any time before a declaration has been made in the following game, or, if it occur in the final game of the rubber, before the score has been made up and agreed upon.

Cutting

14. In cutting the ace is the lowest card; between cards of otherwise equal value the spade is the lowest, the heart next, the diamond next, and the club the highest.

15. Every player must cut from the same pack.

16. Should a player expose more than one card, the highest is his cut.

Forming Tables

17. Those first in the room have the prior right to play. Candidates of equal standing decide their order by cutting; those who cut lowest play first.

18. Six players constitute a complete table.

19. After the table has been formed, the players cut to decide upon partners, the two lower play against the two higher. The lowest is the dealer, who has choice of cards and seats, and, having made his selection, must abide by it.¹

20. The right to succeed players as they retire is acquired by announcing the desire to do so, and such announcements, in the order made, entitle candidates to fill vacancies as they occur.

¹ He may consult his partner before making his decision.

Cutting Out

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players who have played the greatest number of consecutive rubbers withdraw; when all have played the same number, they cut to decide upon the outgoers; the highest are out.¹

Right of Entry

22. At the end of a rubber a candidate is not entitled to enter a table unless he declare his intention before any player cut, either for partners, for a new rubber, or for cutting out.

23. In the formation of new tables candidates who have not played at an existing table have the prior right of entry. Others decide their right to admission by cutting.

24. When one or more players belonging to an existing table aid in making up a new one, which cannot be formed without him or them, he or they shall be the last to cut out.

25. A player belonging to one table who enters another, or announces a desire to do so, forfeits his rights at his original table, unless the new table cannot be formed without him, in which case he may retain his position at his original table by announcing his intention to return as soon as his place at the new table can be filled.

26. Should a player leave a table during the

¹ See Law 14 as to value of cards in cutting.

progress of a rubber, he may, with the consent of the three others, appoint a substitute to play during his absence; but such appointment becomes void upon the conclusion of the rubber, and does not in any way affect the rights of the substitute.

27. If a player break up a table, the others have a prior right of entry elsewhere.

Shuffling

28. The pack must not be shuffled below the table nor so the face of any card be seen.

29. The dealer's partner must collect the cards from the preceding deal, and has the right to shuffle first. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last, but should a card or cards be seen during his shuffling or while giving the pack to be cut, he must reshuffle.

30. After shuffling, the cards, properly collected, must be placed face downward to the left of the next dealer, where they must remain untouched until the end of the current deal.

The Deal

31. Players deal in turn; the order of dealing is to the left.

32. Immediately before the deal, the player on the dealer's right cuts, so that each packet contains at least four cards. If, in or after cutting, and prior to the beginning of the deal, a card be

exposed, or if any doubt exist as to the place of the cut, the dealer must reshuffle and the same player must cut again.

33. After the pack has been properly cut, it should not be reshuffled or recut except as provided in Law 32.

34. Should the dealer shuffle after the cut, his adversaries may also shuffle and the pack must be cut again.

35. The fifty-two cards must be dealt face downward. The deal is completed when the last card is dealt.

36. In the event of a misdeal, the same pack must be dealt again by the same player.

A New Deal

37. There *must* be a new deal:

- (a) If the cards be not dealt, beginning at the dealer's left, into four packets, one at a time and in regular rotation.
- (b) If, during a deal, or during the play, the pack be proved incorrect.
- (c) If, during a deal, any card be faced in the pack or exposed, on, above, or below the table.
- (d) If more than thirteen cards be dealt to any player.¹
- (e) If the last card do not come in its regular order to the dealer.
- (f) If the dealer omit having the pack cut, deal out of turn or with the adversaries' cards, and either adversary call attention to the fact before the end of the deal and before looking at any of his cards.

¹ This error, whenever discovered, renders a new deal necessary.

38. Should a correction of any offense mentioned in 37 (f) not be made in time, or should an adversary who has looked at any of his cards be the first to call attention to the error, the deal stands, and the game proceeds as if the deal had been correct, the player to the left dealing the next. When the deal has been with the wrong cards, the next dealer may take whichever pack he prefers.

39. If, prior to the cut for the following deal, a pack be proved incorrect, the deal is void, but all prior scores stand.¹

The pack is not incorrect when a missing card or cards are found in the other pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal.

40. Should three players have their proper number of cards, the fourth, less, the missing card or cards, if found, belong to him, and he, unless dummy, is answerable for any established revoke or revokes he may have made just as if the missing card or cards had been continuously in his hand. When a card is missing, any player may search the other pack, the quitted tricks, or elsewhere for it.²

If before, during, or at the conclusion of play,

¹ A correct pack contains exactly fifty-two cards, one of each denomination.

² The fact that a deal is concluded without any claim of irregularity shall be deemed as conclusive that such card was part of the pack during the deal.

one player hold more than the proper number of cards, and another less, the deal is void.

41. A player may not cut, shuffle, or deal for his partner if either adversary object.

41a. A player may not lift from the table and look at any of his cards until the end of the deal. The penalty for the violation of this law is 25 points in the adverse honor score for each card so examined.

The Declaration

42. The dealer, having examined his hand, must either pass or declare to win at least one odd trick,¹ either with a specified suit, or at no-trump.

43. The dealer having declared or passed, each player in turn, beginning on the dealer's left, must pass, make a higher declaration, double the last declaration made by an opponent, or redouble an opponent's double, subject to the provision of Law 54.

44. When all four players pass their first opportunity to declare, the deal passes to the next player.

45. The order in value of declarations from the lowest up is clubs, diamonds, hearts, spades, no-trump.

To overcall a declaration, a player must bid, either

¹ One trick more than six.

- (a) An equal number of tricks of a more valuable declaration, or
- (b) A greater number of tricks.

E. g., 3 spades over 3 diamonds; 5 clubs over 4 hearts; 4 diamonds over 3 no-trump.

46. A player in his turn may overbid the previous adverse declaration any number of times, and may also overbid his partner, but he cannot overbid his own declaration which has been passed by the three others.

47. The player who makes the final declaration¹ must play the combined hands, his partner becoming dummy, unless the suit or no-trump finally declared was bid by the partner before it was called by the final declarer, in which case the partner, no matter what bids have intervened, must play the combined hands.

48. When the player of the two hands (hereinafter termed "the declarer") wins at least as many tricks as he declared, he scores the full value of the tricks won (see Law 3).²

48a. When the declarer fails to win as many tricks as he declares, neither he nor his adversaries score anything toward the game, but his adversaries score in their honor column 50 points for each undertrick (*i. e.*, each trick short of the number declared). If the declaration be doubled, the adversaries score 100 points; if redoubled, 200 points for each undertrick.

¹ A declaration becomes final when it has been passed by three players.

² For amount scored by declarer, if doubled, see Laws 53 and 56.

49. If a player make a declaration (other than passing) out of turn, either adversary may demand a new deal, may treat such declaration as void, or may allow such declaration to stand. In the latter case the bidding shall continue as if the declarations had been in turn. A pass out of turn, or a bid declared void does not affect the order of bidding—*i. e.*, it is still the turn of the player to the left of the previous declarer. The player who has bid out of turn may re-enter the bidding in his proper turn without penalty, but if he has passed out of his turn, he may only do so in case the declaration he has passed be overbid or doubled.

If a declaration out of turn be made and the proper declarer then bid, such bid shall be construed as an election that the declaration out of turn is to be treated as void.

50. If a player make an insufficient declaration, either adversary may demand that it be made sufficient in the declaration named, in which case the partner of the declarer may not further declare unless an adversary subsequently bid or double.

50a. If a player who has been debarred from bidding under Laws 50 or 65, during the period of such prohibition, make any declaration (other than passing), either adversary may decide whether such declaration stand, and neither the offending player nor his partner may further participate in the bidding even if the adversaries double or declare.

50b. A penalty for a declaration out of turn (see Law 49), an insufficient declaration (see Law 50), or a bid when prohibited (see Law 50a) may not be enforced if either adversary pass, double, or declare before the penalty be demanded.¹

50c. Laws which give to either adversary the right to enforce a penalty do not permit unlimited consultation. Either adversary may call attention to the offense and select the penalty, or may say, "Partner, you determine the penalty," or words to that effect. Any other consultation is prohibited,² and if it take place the right to demand any penalty is lost. The first decision made by either adversary is final and cannot be altered.

51. At any time during the declaration, a question asked by a player concerning any previous bid must be answered, but, after the final declaration has been accepted, if an adversary of the declarer inform his partner regarding any previous declaration, the declarer may call a lead from the adversary whose next turn it is to lead. If the dummy give such information to the declarer, either adversary of the declarer may call a lead when it is the next turn of the declarer to lead from either hand. A player, however, at any time may ask what declaration is being played and the question must be answered.

¹ When the penalty for an insufficient declaration is not demanded, the bid over which it was made may be repeated unless some higher bid has intervened.

² The question, "Partner, will you select the penalty, or shall I?" is a form of consultation which is not permitted.

52. A pass or double once made may not be altered.

No declaration may be altered after the next player acts.

Before action by the next player a no-trump or suit declaration may be changed

- (a) To correct the amount of an insufficient bid.
- (b) To correct the denomination but not the size of a bid in which, due to a *lapsus linguæ*, a suit or no-trump has been called which the declarer did not intend to name.

No other alteration may be made.

Doubling and Redoubling

53. Doubling and redoubling doubles and quadruples the value of each trick over six, but it does not alter the value of a declaration—*e. g.*, a declaration of “three clubs” is higher than “two spades” doubled or redoubled.

54. Any declaration may be doubled and redoubled once, but not more; a player may not double his partner’s declaration, nor redouble his partner’s double, but he may redouble a declaration of his partner which has been doubled by an adversary.

The penalty for redoubling more than once is 100 points in the adverse honor score, or a new deal; for doubling a partner’s declaration, or redoubling a partner’s double it is 50 points in the adverse honor score. Either adversary may demand any penalty enforceable under this law.

55. Doubling or redoubling reopens the bidding. When a declaration has been doubled or redoubled, any one of the three succeeding players, including the player whose declaration has been doubled, may, in his proper turn, make a further declaration of higher value.

56. When a player whose declaration has been doubled wins the declared number of tricks, he scores a bonus of 50 points in his honor score, and a further 50 points for each additional trick. When he or his partner has redoubled, he scores 100 points for making the contract and an additional 100 for each extra trick.

57. A double or redouble is a declaration, and a player who doubles or redoubles out of turn is subject to the penalty provided by Law 49.

58. After the final declaration has been accepted, the play begins; the player on the left of the declarer leads.

*Dummy*¹

59. As soon as the player on the left of the declarer leads, the declarer's partner places his cards face upward on the table, and the declarer plays the cards from that hand.

60. The partner of the declarer has all the rights of a player (including the right to call attention to a lead from the wrong hand), until his cards are placed face upward on the table.² He

¹ For additional laws affecting dummy, see 51 and 93.

² The penalty is determined by the declarer (see Law 66).

then becomes the dummy, and takes no part whatever in the play, except that he has the right:

- (a) To call the declarer's attention to the fact that too many or too few cards have been played to a trick.
- (b) To correct an improper claim of either adversary.
- (c) To call attention to a trick erroneously taken by either side.
- (d) To participate in the discussion of any disputed question of fact after it has arisen between the declarer and either adversary.
- (e) To correct an erroneous score.
- (f) To consult with and advise the declarer as to which penalty to exact for a revoke.
- (g) To ask the declarer whether he have any of a suit he has renounced.

The dummy, if he have not intentionally looked at any card in the hand of a player, has also the following additional rights:

- (h) To call the attention of the declarer to an established adverse revoke.
- (i) To call the attention of the declarer to a card exposed by an adversary or to an adverse lead out of turn.

61. Should the dummy call attention to any other incident in the play in consequence of which any penalty might have been exacted, the declarer may not exact such penalty. Should the dummy avail himself of rights (h) or (i), after intentionally looking at a card in the hand

of a player, the declarer may not exact any penalty for the offense in question:

62. If the dummy, by touching a card or otherwise, suggest the play of one of his cards, either adversary may require the declarer to play or not to play such card.

62a. If the dummy call to the attention of the declarer that he is about to lead from the wrong hand, either adversary may require that the lead be made from that hand.

63. Dummy is not subject to the revoke penalty; if he revoke and the error be not discovered until the trick be turned and quitted, whether by the rightful winners or not, the revoke may not be corrected.

64. A card from the declarer's hand is not played until actually quitted, but should he name or touch a card in the dummy, such card is played unless he say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which to play.

Cards Exposed Before Play

65. After the deal and before the declaration has been finally determined, if any player lead or expose a card, his partner may not thereafter bid or double during that declaration,¹ and the card, if it belong to an adversary of the eventual declarer, is subject to call.² When the partner

¹ See Law 50a.

² If more than one card be exposed, all may be called.

of the offending player is the original leader, the declarer may also prohibit the initial lead of the suit of the exposed card.

66. After the final declaration has been accepted and before the lead, if the partner of the proper leader expose or lead a card, the declarer may treat it as exposed or may call a suit from the proper leader. A card exposed by the leader, after the final declaration and before the lead, is subject to call.

Cards Exposed During Play

67. After the original lead, all cards exposed by the declarer's adversaries are liable to be called and must be left face upward on the table.

68. The following are exposed cards:

- (1) Two or more cards played simultaneously.
- (2) A card dropped face upward on the table, even though snatched up so quickly that it cannot be named.
- (3) A card so held by a player that his partner sees any portion of its face.
- (4) A card mentioned by either adversary as being held in his or his partner's hand.

69. A card dropped on the floor or elsewhere below the table, or so held that it is seen by an adversary but not by the partner, is not an exposed card.

70. Two or more cards played simultaneously by either of the declarer's adversaries give the declarer the right to call any one of such cards

to the current trick and to treat the other card or cards as exposed.

70a. Should an adversary of the declarer expose his last card before his partner play to the twelfth trick, the two cards in his partner's hand become exposed, must be laid face upward on the table, and are subject to call.

71. If, without waiting for his partner to play, either of the declarer's adversaries play or lead a winning card, as against the declarer and dummy and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks. The other cards thus improperly played are exposed.

72. If either or both of the declarer's adversaries throw his or their cards face upward on the table, such cards are exposed and liable to be called; but if either adversary retain his hand, he cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called. If the declarer say, "I have the rest," or any words indicating the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. He is not then allowed to call any cards his adversaries may have exposed, nor to take any finesse not previously proven a winner unless he announce it when making his claim.

73. If a player who has rendered himself liable

to have the highest or lowest of a suit called (Laws 80, 86, and 92) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 66, 76, and 93), or if, when called upon to win or lose a trick, he fail to do so when he can (Laws 71, 80, and 92), or if, when called upon not to play a suit, he fail to play as directed (Laws 65 and 66), he is liable to the penalty for revoke (Law 84) unless such play be corrected before the trick be turned and quitted.

74. A player cannot be compelled to play a card which would oblige him to revoke.

75. The call of an exposed card may be repeated until it be played.

Leads Out of Turn

76. If either adversary of the declarer lead out of turn, the declarer may either treat the card so led as exposed or may call a suit as soon as it is the turn of either adversary to lead. Should they lead simultaneously, the lead from the proper hand stands, and the other card is exposed.

77. If the declarer lead out of turn, either from his own hand or dummy, he incurs no penalty, but he may not rectify the error unless directed to do so by an adversary.¹ If the second hand play, the lead is accepted.

¹ The rule in Law 50c as to consultations governs the right of adversaries to consult as to whether such direction be given.

78. If an adversary of the declarer lead out of turn, and the declarer follow either from his own hand or dummy, the trick stands. If the declarer before playing refuse to accept the lead, the leader may be penalized as provided in Law 76.

79. If a player called on to lead a suit have none of it, the penalty is paid.

Cards Played in Error

80. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be required to play his highest or lowest card of the suit led, or to win or lose the trick. In such case, if the second hand be void of the suit led, the declarer in lieu of any other penalty may call upon the second hand to play the highest card of any designated suit. If he name a suit of which the second hand is void, the penalty is paid.¹

81. If any one, except dummy, omit playing to a trick, and such error be not corrected until he has played to the next, the adversaries or either of them may claim a new deal; should either decide that the deal stand, the surplus card (at the end of the hand) is considered played to the imperfect trick, but does not constitute a revoke therein.²

82. When any one, except dummy, plays two

¹ Should the declarer play third hand before the second hand, the fourth hand may without penalty play before his partner.

² As to the right of adversaries to consult, see Law 50c,

or more cards to the same trick and the mistake is not corrected, he is answerable for any consequent revokes he may make. When the error is detected during the play, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and such card or cards restored to the original holder.¹

*The Revoke*²

83. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke when the trick in which it occurs is turned and quitted by the rightful winners (*i. e.*, the hand removed from the trick after it has been turned face downward on the table), or when either the revoking player or his partner, whether in turn or otherwise, leads or plays to the following trick.

84. The penalty for each established revoke is:

- (a) When the declarer revokes, he cannot score for tricks and his adversaries add 100 points to their score in the honor column, in addition to any penalty which he may have incurred for not making good his declaration.
- (b) When either of the adversaries revokes, the declarer may either add 100 points to his score

¹ Either adversary may decide which cards shall be considered played to the trick which contains more than four cards.

² See Law 73.

in the honor column or take three tricks from his opponents and add them to his own.¹ Such tricks may assist the declarer to make good his declaration, but shall not entitle him to score any bonus in the honor column in case the declaration has been doubled or redoubled, nor to a slam or little slam not otherwise obtained.²

- (c) When, during the play of a deal, more than one revoke is made by the same side, the penalty for each revoke after the first is 100 points.

The value of their honors is the only score that can be made by a revoking side.

85. A player may ask his partner if he have a card of the suit which he has renounced; should the question be asked before the trick be turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

85a. Should the dummy leave the table during the play, he may ask his adversaries to protect him from revokes during his absence; such protection is generally called "the courtesies of the table" or "the courtesies due an absentee."

If he make such request the penalty may not be enforced for a revoke made by the declarer during the dummy's absence unless in due season

¹ The dummy may advise the declarer which penalty to exact.

² The value of the three tricks, doubled or redoubled, as the case may be, is counted in the trick score.

an adversary have asked the declarer whether he have a card of the suit he has renounced.

86. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw his or their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault be one of the declarer's adversaries, the card played in error is exposed, and the declarer may call it whenever he pleases, or he may require the offender to play his highest or lowest card of the suit to the trick.

86a. If the player in fault be the declarer, either adversary may require him to play the highest or lowest card of the suit in which he has renounced, provided both his adversaries have played to the current trick; but this penalty may not be exacted from the declarer when he is fourth in hand, nor can it be enforced at all from the dummy.

87. At the end of the play the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary and the claim is established if, after it is made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

88. A revoke cannot be claimed after the cards have been cut for the following deal.

89. Should both sides revoke, the only score

permitted is for honors. In such case, if one side revoke more than once, the penalty of 100 points for each extra revoke is scored by the other side.

General Laws

90. A trick turned and quitted may not be looked at (except under Law 82) until the end of the play. The penalty for the violation of this law is 25 points in the adverse honor score.

91. Any player during the play of a trick or after the four cards are played, and before the trick is turned and quitted, may demand that the cards be placed before their respective players.

92. When an adversary of the declarer, before his partner plays, calls attention to the trick, either by saying it is his, or, without being requested to do so, by naming his card or drawing it toward him, the declarer may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

93. An adversary of the declarer may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, he make any unauthorized reference to any incident of the play, the declarer may call a suit from the adversary whose next turn it is to lead. If the dummy similarly offend, either adversary may call a lead when it is the next turn of the declarer to lead from either hand.

94. In all cases where a penalty has been

incurred, the offender is bound to give reasonable time for the decision of his adversaries.

New Cards

95. Unless a pack be imperfect, no player has the right to call for one new pack. When fresh cards are demanded, two packs must be furnished. When they are produced during a rubber, the adversaries of the player demanding them have the choice of the new cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries call for the new cards, has the choice. New cards cannot be substituted after the pack has been cut for a new deal.

96. A card or cards torn or marked must be replaced by agreement or new cards furnished.

Bystanders

97. While a bystander, by agreement among the players, may decide any question, he should not say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty he is liable to be called upon by the players to pay the stakes (not extras) lost.

Etiquette of Auction

In the game of Auction slight intimations convey much information. The code succinctly states laws which fix penalties for an offense.

To offend against etiquette is far more serious than to offend against a law; for in the latter case the offender is subject to the prescribed penalties; in the former his adversaries are without redress.

1. Declarations should be made in a simple manner, thus: "one heart," "one no-trump," "pass," "double"; they should be made orally and not by gesture.

2. Aside from his legitimate declaration, a player should not show by word or gesture the nature of his hand, or his pleasure or displeasure at a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An opponent of the declarer should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current' trick.

5. A card should not be played with such emphasis as to draw attention to it, nor should a player detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

7. Conversation during the play should be avoided, as it may annoy players at the table or at other tables in the room.

8. The dummy should not leave his seat to watch his partner play. He should not call attention to the score nor to any card or cards that he or the other players hold.

9. If a player say, "I have the rest," or any words indicating that the remaining tricks, or any number thereof, are his, and one or both of the other players expose his or their cards, or request him to play out the hand, he should not allow any information so obtained to influence his play.

10. If a player concede, in error, one or more tricks, the concession should stand.

11. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

THE END

LIBRARY OF CONGRESS



0 029 604 575 5